POZNAN UNIVERSITY OF TECHNOLOGY

EUROPEAN CREDIT TRANSFER AND ACCUMULATION SYSTEM (ECTS)

pl. M. Skłodowskiej-Curie 5, 60-965 Poznań

COURSE DESCRIPTION CARD - SYLLABUS

Course name
Project Management

Course

Field of study	Year/Semester
Computing	1/1
Area of study (specialization)	Profile of study
Edge Computing	general academic
Level of study	Course offered in
Second-cycle studies	Polish
Form of study	Requirements
full-time	elective

Number of hours

Lecture	Laboratory classes	Other (e.g. online)
20		
Tutorials	Projects/seminars	
10		

Number of credit points

2

Lecturers

Responsible for the course/lecturer:

prof. dr hab. inż. Jerzy Nawrocki

email: jerzy.nawrocki@put.poznan.pl

Wydział Informatyki i Telekomunikacji

ul. Piotrowo 2, 60-965 Poznań

Responsible for the course/lecturer:

Prerequisites

Student starting this module should have a basic knowledge regarding software engineering and basic knowledge regading IT tools.

Course objective

The aim of the course is to support sutdents in the preparation to play the role of a leader/manager in small software projects and IT ventures. The course focuses on the syncretic approach to project management methodologies and approaches.

Course-related learning outcomes

Knowledge

1. has advanced and detailed knowledge related to selected approches used for project management especially PRINCE2 and Scrum,

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2. has advanced and detailed knowledge about the processes of software development projects,

3. knows the organizational and economic conidions in which the IT organiztions operate.

Skills

1. is able to use the IT tools for software project management,

2. is able to - when formulating and solving engineering tasks - integrate IT knowledge with selected elements of management sciences (risk management) and psychology (theories of motivation),

3. is able to correctly apply a software effort estimation method,

4. is able to assess the relevancy of the methods and tools used to manage projects and see the limitation of those methods and tools,

5. is able to plan a software development project (according to the provided requirements and assumptions which include also non-technical aspects) using the proper methods, techniques and tools, including the adjustment of the software development and maintainane practices,

6. is able to work in a group, performing various roles, including project manager.

Social competences

1. understands that knowledge and skills related to computer science quickly become obsolete,

2. knows how new development technologies and tools could be helpful to solve practical problems like developing a web application.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Based on the discussions during tutorial and the test.

Student can gain 0-100 points in total.

The final grade, one for the course, is determined using the following scale (linear scale): more than 90 points -> 5.0 (A), (80; 90] points -> 4.5 (B), (70;80] points -> 4.0 (C), (60;70] points -> 3.5 (D), (50, 60] points -> 3.0 (E), 50 points or less 2.0 (F).

Programme content

Classic methodologies and agile approaches

Formulating the goal of the project

Risk management

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Team management in programming projects

Requirements managments

Quality and change management in an IT project

Planning in software development projects

Teaching methods

Lectures: multimedia presentations

Tutorials: multimedia presentation, exmaples presented on a whiteboard, tasks given by the tutor to the students, discussions

Bibliography

Basic

1. OGC, Managing Sucessful Projects with PRINCE2, 2009

2. Ken Schwaber, Jeff Sutherland, The Scrum Guide, 2020 (online)

Additional

1. S. Covey, 7 habits of highly effective people

2. PMI, Project Management Body of Knowledge

Breakdown of average student's workload

	Hours	ECTS
Total workload	50	2,0
Classes requiring direct contact with the teacher	30	1,5
Student's own work (literature studies, preparation for tutorials) [1]	20	0,5

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[1] delete or add other activities as appropriate